

## Standard Game Air Defense Fire

Die Roll	Target Side Has...			Contested	Mission Side Has...		
	Air Supremacy	Air Superiority	Advantage		Advantage	Air Superiority	Air Supremacy
≤ -1	*Abort (-4)	*Abort (-3)	*Abort (-3)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)
0	*Abort (-3)	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—
1	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—
2	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—
3	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
4	Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
5-6	Abort (-1)	Abort (-1)	—	—	—	—	—
7-8	Abort (-1)	—	—	—	—	—	—
≥ 9	—	—	—	—	—	—	—

### DRMs:

- +1 per Escort Air Point (max +2).
- +3 if mission is Air Transport in home or friendly country.
- 2 Target hex is within 2 hexes of enemy Airfield or Installation or Naval Unit.
- 1 Target hex is in or adjacent to a hex containing an enemy Armor or Mechanized unit (Amphibiously Assaulting units do not count).
- 1 Attacker Helicopters/Airmobile unit flew over enemy unit (not including target hex).

### Results:

- (-#): # of Air Points or Attack Helo CS Points that do not support the combat.
- \*: 1 Air or Airmobile Point is permanently lost *and* transported unit takes a step loss or Attack Helo takes a step loss.

### IMPORTANT:

When the Air Superiority level is in your favor or contested, all missions that begin and end in a hex in your home (or allied) country and do not enter a hex that contains or is adjacent to an enemy ground unit are *immune* from Air Defense Fire.

### Abort:

**Combat Support Missions:** No Effect

**Transport/Rebasing Missions:** All aborted units are returned to their starting hex. Aborted Helos are rotated to reflect a mission flown. Airmobile Points are used.

## Standard Game Air Points

Die Roll	Game Turn			
	1	2	3	4+
≤ 1	9   3	9   5	9   6	11   7
2	8   3	8   4	8   5	10   6
3	8   2	8   4	8   5	10   5
4	7   2	7   4	7   4	10   5
5	7   2	7   3	7   4	9   4
6	6   1	6   3	6   3	9   4
7	5   1	5   2	5   2	9   3
8	4   0	4   1	4   1	8   3
≥ 9	4   0	3   0	3   1	7   2

### DRMs:

- +1 per Airbase (but not Airfield) which is enemy controlled.

### Results Modifiers:

- The Allied player receives an additional 2 Air Points *per carrier* that is in a *friendly* At Sea or Inshore Box on the Strategic Display.
- The Allied player receives an additional 1 Air Point *per carrier* that is in a *contested* At Sea or Inshore Box on the Strategic Display.
- 1 per Air Point permanently lost.
- In scenario 17.1.4 the Allied player receives 6 US Air Points per turn, 6 additional Air Points if the Commonwealth intervenes [GSR16.9.1], and 2 additional Air Points if France intervenes [GSR16.9.2].

### Key:

Results to the left are **non-Allied** | Results to the right are **Allied**

### Weather Modifiers:

#### Overcast

- Limited All-Weather Capability = ½ Air Points (rounded up)
- No All-Weather Capability = ¼ Air Points (rounded up)

#### Storm

- Limited All-Weather Capability = ¼ Air Points (rounded up)
- No All-Weather Capability = No Air Points

### Notes:

For the purpose of calculating Air Superiority add 8 to the number of PRC Air Points rolled [GSR 13.2].

## Bridge Repair & HQ Bridge Construction

Die Roll	Result
≤ 6	Repaired/Constructed
≥ 7	No Effect

### DRMs:

- +1 Storm
- +2 if enemy unit adj. to bridge hexside

### Notes:

**Standard Game:** Friendly adjacent division-sized unit may attempt.

**Advanced Game:** Friendly HQ must be within support range and able to trace LOC of 4 Mot. MPs to bridge.





# Standard & Advanced Game Tables

## Paradrop

Die Roll	Flat	Flat Woods	Rough/ Marsh	Rough Woods
≤ 4	–	–	–	–
5	–	–	–	– / S1
6	–	–	– / S1	1 / S1
7	–	– / S1	1 / S1	1 / S1
8	–	1 / S1	1 / S1	1 / S2
≥ 9	1 / S1	1 / S2	1 / S2	1 / S2

**DRMs:**  
+1 drop hex is in enemy ZOC

**Results (Standard/Advanced):**  
–: Successful  
1: Landing unit loses one step  
S1/S2: Place a Strike 1 or 2 marker.

## Sea Control

PRC Control	Contested	Allied Control
≤ 2	3-5	≥ 6

**DRMs**  
**At Sea and/or Inshore:**  
–1 per non-Allied SAG/CV present  
+1 per Allied Naval unit present (except CVN BG)  
+2 per Allied CVN BG present  
–x Sub Threat Level  
+x ASW Level  
**Only in East China Sea, Taiwan Straits, South China Sea, Spratlys, Gulf of Tonkin, Allied only in Sea of Japan:**  
–1/+1 non-Allied/Allied Air Superiority  
–2/+2 non-Allied/Allied Air Supremacy

**Game Specific:**  
Northern, Central Approaches: +2  
Celebes/Philippines Sea/Marianas: +3  
Philippines non-Allied (adjacent Sea Zones) –1  
Gulf of Tonkin: –2

**PRC Expends Cruise Missile Point [Advanced Game]\***  
–2 East China Sea, Taiwan Straits, South China Sea, Gulf of Tonkin  
–1 Spratlys  
–1 Northern Approaches, Central Approaches, Ryukyus (unless PRC Controls Senkakus, then –2)  
\* Each point spent may only apply to a single roll; these are automatic in Standard Game scenarios.

**Inshore Box Only:**  
–1/+1 non-Allied/Allied Control of Island Land Area

## Clearing Operations

Terrain	Minimum Safe Stacking Points
Urban	4
City	3
Installation/Island Land Area	2

**DRMs:**  
–1 Clearing in Vietnam  
–1 Per additional Installation in hex  
–1 Clearing from Amphibious Assault  
–1 Clearing a hex in Hanoi  
–1 If unit(s) Clearing on the turn of being Paraded or using Airmobile Movement  
+1 Stack includes Leg + Armor and/or Mechanized Infantry  
+/-x Difference between ER and Clearing Number  
–x Difference between Stacking Points and Minimum Safe Stacking Points (Minimum Safe Stacking – Stacking Points)

## Replacement/Reconstitution

Unit Type	Step Recovery		Reconstitution	
	Div	Bde/Reg	Div	Bde/Reg
Inf, Light Inf, Mot. Inf, Artillery	1	1	2	1
Arm. Cav., Recon, Mech., Arm.	3	2	4	2
Abn., Marines	2	2	N/A	N/A
Intrinsic Airmobile	N/A	3	N/A	N/A
HQ* (Corps or Division HQ)	1 SP	N/A	2SP/1RP	N/A
Supreme HQ*	1 SP	N/A	5 SP/1RP	N/A

**Notes:** \* Advanced Game only. RP = Replacement Point SP = Supply Point  
1. Two battalions Reconstitute for each REPL (or part thereof) spent  
2. Air units and Helicopters recover steps for 2 Supply Pts. [see GSR for applicability]

## Contested Sea Movement

Die Roll	Standard Results	Advanced Results
≤ 5	Sea Movement Successful	
6-8	Sea Movement Aborted	Abort or Strike 1
≥ 9	Sea Movement Aborted (transported units incur a Step Loss)	Abort or Strike 2

**DRMs:**  
+1/–1 for each SAG/CV/CVN  
+1/–1 Air Supremacy  
+1/–1 at least one Inshore Box enemy/friendly controlled (At Sea Box or associated All Sea hex only)  
–x ASW Level (Allied only)  
+y Submarine Threat Level (Allied only)  
+z Mine Marker Density  
+1 non-Allied Cruise Missiles (vs. Allied only) [Standard Game GSR 14.1.4]  
+1 non-Allied Expends Cruise Missile point (vs. Allied only) [Advanced Game]  
+1 PH Expends Cruise Missile point [Advanced Game GSR 14.1.5]

## Loss of Airbase/Airfield

	0	1-2	3-9
Air Points [Standard]	Lost	Lost	No Effect
Airmobile Points [Standard]	Lost	Lost	No Effect
Each Helo [Standard & Advanced]	Destroyed	Step & Rebase	Rebase

**Note:**  
Roll on each row each time (Helos when applicable) when an Airbase/Airfield is captured.

## Mine Clearing

Die Roll	Effect
≤ 3	Reduce Density by one
≥ 4	No Effect

**DRMs:**  
–2 Friendly Naval unit in Port or in/adjacent to hex